The Story
As the Roman Legions compaigned through Europe, the spoils of their conquests included gold, precious stones, works of art - and slaves. A process of careful selection by the slaves' Masters decided their fate. Some were sent to the galleys to row for eternity. The beautiful were passed for the pleasure of the depraved. Many were destined to hard labour under the whip, creating fabulous monuments for the Roman Empire, a few of which are still in evidence today. But the "Crème de la Crème" of the slaves were set aside for their powerful physiques, athletic prowess and killer instinct. They were called The Gladiators.

One day in 54AD the quiet village of Massina was ransacked by the 13th Legion. After razing it to the ground, the Centurions took you, Marcus of Massina, back to Rome where you were sold as a slave. Your Owner sent you off to the School of Gladiators and you knew that you must kill or be killed.
There is one small gleam of hope for your survival: You are told that freedom is granted by the Emperor to the top ranking Gladiator, if the price can be paid!

The Game
Time moves on to 56AD and your first fight in the Arena is set for the 15th April.
The object of the game is to become the Emperor's Champion and buy your freedom. At the end of each bout, you are awarded coins, but the total amount needed to buy your freedom is larger than your prize money, so you will be forced to gamble on the outcome of other fights to increase your wealth.

The Weapons
You can choose from 45 different weapons. Each weapon has a different strength for attack and defence. Choose carefully, they

all make the difference between victory and defeat.

Select weapons from the extensive Armoury by pressing the fire button - you can have many combinations. Your third choice must be a dagger, which will be put in your belt. You can control Player 1 and Player 2 from either keyboard or joystick.

The Fight

This is were the action starts, and you challenge your first opponent. There will be a minimum of 14 fights before you finally meet the Emperor's Champion. Although you are in peak physical condition, you are bound to get wounded and when you are near defeat your declining strength is shown by the garlands on either side of the Emperor's seat. If you throw a weapon at your opponent, you automatically take the dagger from your belt. To pick up a thrown weapon, you must have a free hand - so throw the dagger as well. You then pick up the weapon. At the end of the fight, the Emperor shows his pleasure by giving you a thumbs up. If you are defeated, you get a thumbs down.

You need 32,400 coins, denoted by points, to buy your freedom. When you win your final fight, you become the Emperor's Champion, but will not have earned enough coins to buy your freedom.

The only way to become a free man is to win your final fight and then gamble your winnings on the outcome of bouts between other gladiators. You will be asked how much of your wealth you wish to gamble. Start the count up by pressing the key O. Once you have reached the amount you wish to bet, press the fire button lightly. Keys F and D then select gladiators 1 or 2 respectively, so press the key for the one you wish to back. Press fire button once more and the

fight will begin. If you many kills his opponent, your winnings are added to your wealth. Once you have earned sufficient coins, you can buy your Certificate of Freedom from the Emperor and the game is complete.

Lives

You have three lives. When you are killed for the third time, you go back to the beginning of the whole game.

Copyright

Keyboard Controls

Fire Button Not Used

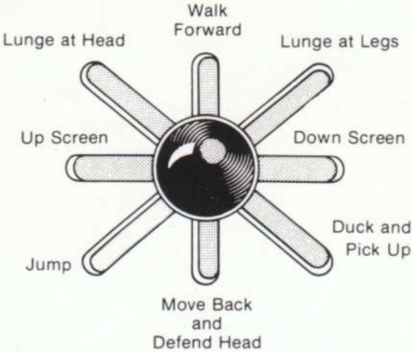
Player 1 (Left Man)		Player 2 (Right Man)
F	Forward	H
D	Move Back & Defend Head	J
1	Up Screen	9
Q	Down Screen	I
1 & F	Lunge at Head	9 & H
Q & F	Lunge at Legs	I & H
1 & D	Jump	9 & J
Q & D	Duck & Pick Up	I & J
Z	Fire	M

With Fire Button Pressed

F	Attack to Body	H
D	Move Back & Defend Legs	J
1	Turn	9
Q	Change Hands	I
1 & F	Attack to Head	9 & H
Q & F	Attack to Legs	I & H
1 & D	Throw	9 & J
Q & D	Cut to Head	1 & J

Joystick Controls

Moves With No Fire Button Pressed



Moves With Fire Button Pressed:

